

Application No. : 09/901,240
Filed : 07/09/2001

Amendment to the Claims:

Claim 1. (Amended) A method of playing a game, the method comprising the steps of:
defining, in direct response to [a] an action of a player playing of a game, boundaries of an area, the boundaries not [being] drawn in advance of the playing of the game; and
enabling an acquisition of resources from the area, an amount of resources that [may be] are acquired being responsive to the boundaries of the area.

Claim 2. (As previously amended) The method of claim 1, wherein the boundaries of the area define a volume.

Claim 3. (Amended) The method of claim 1, further comprising the step of defining boundaries of a second area enabling an acquisition of resources and overlapping a portion of a first defined area.

Claim 4. (Amended) The method of claim 1, further comprising the step of defining boundaries of a second area overlapping a portion of a first defined area; and wherein the first area and the second area differ with respect to a degree of influence over an amount of resources that [may be] are acquired.

Claim 5. (Amended) The method of claim 1, wherein the amount of resources that [may be] are acquired is further responsive to a means for the acquisition of resources.

Claim 6. (Amended) The method of claim 1, wherein the amount of resources that [may be] are acquired is further responsive to a distance to a means for the acquisition of resources.

Claim 7. (Amended) The method of claim 1, wherein the amount of resources that [may be] are acquired is further responsive to a distance to, and a magnitude of, a means for the acquisition of resources.

Claim 8. (Amended) The method of claim 1, further comprising the step of defining boundaries of a second area overlapping a portion of a first defined area; and wherein the overlapped portion has an effect on a rate at which resources [may be] are acquired from the overlapped portion.

Claim 9. (Amended) The method of claim 1, further comprising the step of defining boundaries of a second area overlapping a portion of a first defined area; and wherein the overlapped portion has an effect on a total quantity of resources that [may be] are acquired from the overlapped portion.

Claim 10. (As previously amended) The method of claim 1, wherein the area covers at least a portion of one of a plurality of resource zones having different densities of resources.

Claim 11. (As previously amended) The method of claim 1, wherein the area covers at least a portion of one of a plurality of resource zones having qualitatively different resources.

Claim 12. (Amended) A method of playing a game, the method comprising the steps of: defining, in direct response to [a] an action of a player playing of a game, boundaries of a first area, the boundaries not [being] drawn in advance of the playing of the game, the first area comprising resources which [may be] are acquired;

defining boundaries of a second area overlapping at least a portion of the first area;

impacting an acquisition of resources from the portion of the first area being overlapped by the second area; and

enabling an acquisition of resources from a portion of the first area not being overlapped by the second area.

Claim 13. (As previously amended) The method of claim 12, wherein the impacting of an acquisition of resources reduces a rate that resources may be acquired from the portion of the first area being overlapped by the second area.

Claim 14. (As previously amended) The method of claim 12, wherein the impacting of an

acquisition of resources prevents the acquisition of resources from the portion of the first area being overlapped by the second area.

Claim 15. (As previously amended) The method of claim 12, wherein the impacting of an acquisition of resources is responsive to a comparison of a means utilized to define the first area to a means utilized to define the second area.

Claim 16. (As previously amended) The method of claim 12, wherein the impacting of an acquisition of resources is responsive to a comparison of a capability to acquire resources from the first area to a capability to acquire resources from the second area.

Claim 17. (Amended) A method of playing a game, the method comprising the steps of:
defining, in direct response to [a] an action of a player playing of a game, boundaries of a first area, the boundaries not [being] drawn in advance of the playing of the game, the first area covering at least a portion of one of a plurality of resource zones from which resources [may be] are acquired, the covered portion defining a potential resource collection area;
defining a second area overlapping at least a portion of the potential resource collection area;
impacting an acquisition of resources from the portion of the potential resource collection area being overlapped by the second area; and
enabling an acquisition of resources from a portion of the potential resource collection area not being overlapped by the second area.

Claim 18. (Amended) The method of claim 17, wherein the impacting of an acquisition of resources reduces a rate that resources [may be] are acquired from the portion of the potential resource collection area being overlapped by the second area.

Claim 19. (As previously amended) The method of claim 17, wherein the impacting of an acquisition of resources prevents the acquisition of resources from the portion of the potential resource collection area being overlapped by the second area.

Claim 20. (As previously amended) The method of claim 17, wherein the impacting of an acquisition of resources is responsive to a comparison of a capability to acquire resources from the first area to a capability to acquire resources from the second area. --